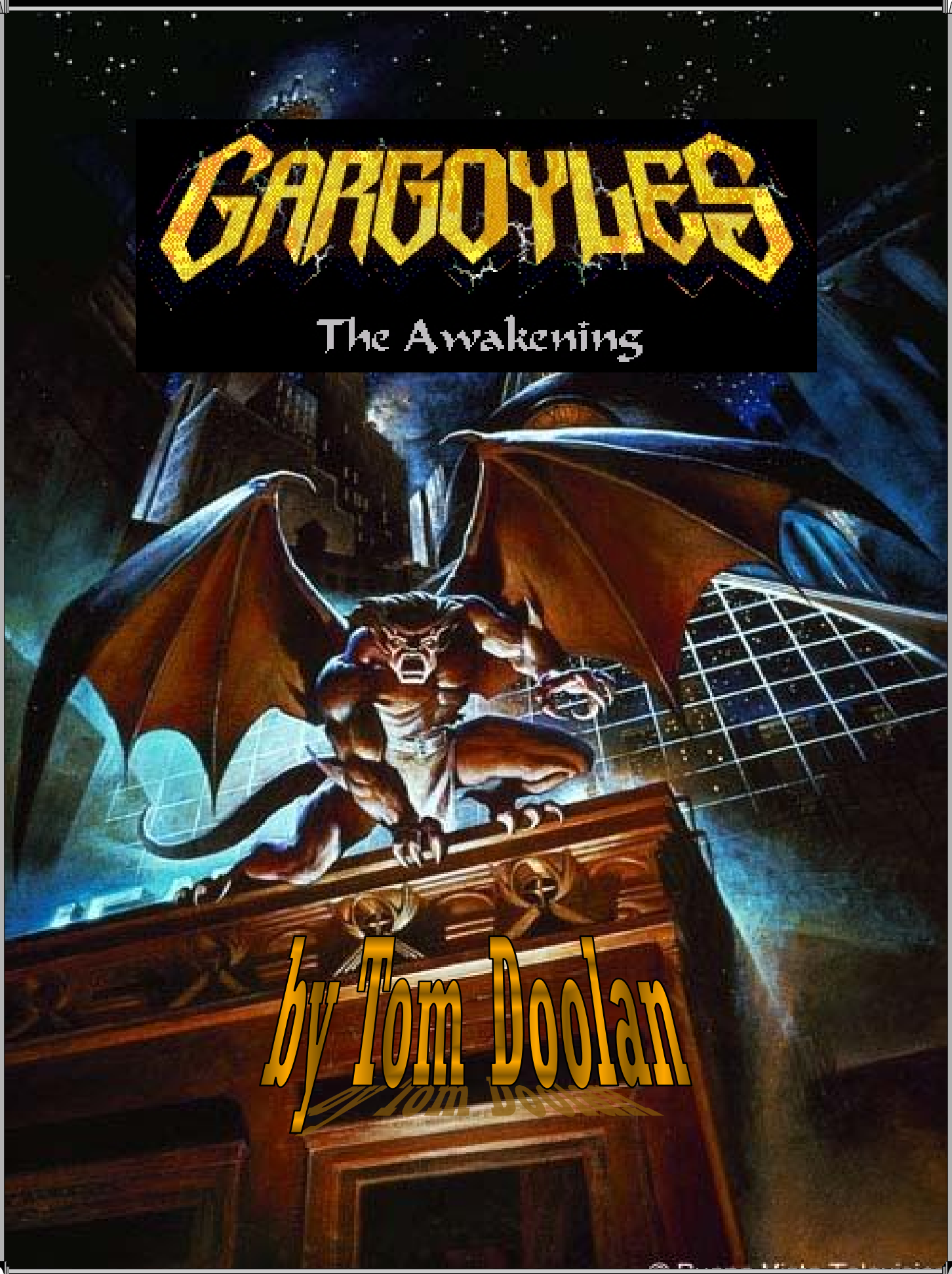
GARGOYLES
The Awakening
by Tom Doolan

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Gargoyles: The Awakening

This site is inspired by the defenders of the night. Contained within are a set of rules for playing Gargoyles in White Wolf's World of Darkness setting and Storyteller games. I have tried to make the text as easy to read as possible and the rules as clear and relatable as I could. However there are some points that may differ slightly from the Gargoyles we all know and love. Because of this, I have refrained from making any references to the cartoon produced by Disney. In this way it creates a separate sense of continuity from the show. Consider these Gargoyles to be basically the same as those of the show, but living in an alternate timeline.

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E-mail me any comments or suggestions you might have. I love to hear them!
It should also be noted that I am working on improving the rules. So, check back from time to time for revisions.

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Chapter 1: Past, Present, and Future...

The Curse:

In Greek Mythology, Calibus, the mortal son of Hera, was a strong and fearless prince. He feared nothing and took sport in persecuting those below him. He was rarely acted against, for he was the son of the Queen of Gods, and few would tempt her wrath. Yet, they actually had little to fear from her, for Calibus' ire was stronger than most would think possible, and he was ruthless to his enemies. Among his more vulgar habits was the hunting of rare animals. Calibus was a renowned hunter, boasting the deaths of some of the most fantastic and fearsome creatures of his era. Yet it was this passion which lead to his downfall.

Among the more exotic of his favored prey were the legendary winged horses. These were highly sought after by the Prince, and he hunted them all to extinction, with the exception of Pegasus, the Stallion. Zeus, who had tolerated Calibus because of his wife, was outraged and would stand no further for this behavior. As punishment for his crimes against the Gods, Zeus cursed Calibus to wear a monstrous guise. None would be able to look upon him without feeling fear. To further the curse, Calibus, and those who were cursed with him as his confidants, were deemed to turn to stone by the light of day. No longer would they be able to bask in the sunlight, but would have to wallow in the darkness of night. To allow them to atone for their crimes, the followers of Calibus were charged with the nightly protection of the human populace. It became their driving goal, few of which could deny.

The Sundering:

When the weight of the curse was felt, many who were affected fled the countryside, hoping to escape its power by ranging beyond Zeus' reach. But the Father of the Gods' reach was long indeed, and none found haven from the curse. In time they settled into new regions. In their newfound roles as protectors of the night, they became valued members of ancient civilizations. They were there to protect, and that is what they did, quite effectively.

The Atonement:

After many centuries, the Gods offered to lift the curse. But to their surprise, many did not want to be human. By now, all that had been with Calibus were dead and gone, and those who remained knew nothing other than what they were.

The Age of Man:

In the middle ages, man began to come into his own. He no longer needed the protection of the Gargoyles, which is now what the Sons of Calibus were called. This lack of need soon turned to distrust. Many Gargoyles left the realms of man, and sought refuge in the wilds. But man was persistent, and the hunting began. After many Gargoyles were slain, the remainder went into hiding, calling on innate abilities to muddle the memories of themselves. In time man all but forgot them. Yet a few remained, and fewer still remember the oath to Zeus, and to man. The Oath to Protect.

The Heritages

Like humans, Gargoyles come in many shapes, sizes and dispositions. When creating a character, players in the World of Darkness setting are free to choose any appearance they wish. However, this will be affected by the area from which the Gargoyle originated. Like the Vampire's Clan, or the Werewolf's Tribe, the Gargoyle's Heritage represents the region of the world in which his ancestors throve. It dictates his appearance, attitudes and special abilities. There are five basic Heritages, each based on cultures where stone statues were used to protect areas from evil spirits.

Gothic:

Gothic Gargoyles hail from western and central Europe. In the middle-ages many statues were made to look like demons and monsters, in order to frighten away evil spirits, and keep the sanctity of the church. Many nobles adopted this practice in order to protect their castles and holdings. It has been surmised that a Gargoyle clan was responsible for this tradition developing in the area.

Mythic:

Mythics are a breed of Gargoyle that resembles creatures of legend and mythology. Though they originated in southern Europe, the few Mythics that were able to escape persecution fled to England, where they now live almost exclusively. Yet some have been known to live abroad.

Kokoru Ishi:

The lands of southeast Asia have long been spiritual places. Many Oriental peoples have looked to the spirits of the world to help protect their homes and families. Due to their protective natures, it was natural for some Gargoyles to find their way to these places.

Metzlian:

In the jungles of south and central America, many Gargoyles have found a niche that they can uniquely fill. Due to deforestation and the exploitation of the land by European invaders, Gargoyles have taken it upon themselves to protect the land as well as the people occupying it.

Kemetan:

In the ancient lands of Egypt, protective statues were used extensively. From the massive Sphinx, to the smallest statuette, they were used as watchers of the dead as well as protectors for every home, whether common or noble. Many of these statues were actually Gargoyles.

Gargoyle Cosmology:

Although all Gargoyles are somewhat Sociomorphic, it should be noted that they are basically humanoid in shape (with the exception of Watchdogs, which are often dog-like creatures who still retain the heritage traits of the clan). Differences in Gargoyle Heritages are mostly cosmetic. Generally, coloration will reflect the area that the clan's ancestors come from. Physical features most often resemble those of the Human

population of the local area. For example, Oriental Gargoyles will have slanted eyes, and often be shorter in stature.

Generations

Gargoyles, like humans, go through several stages in life. These affect them mentally as well as physically. When a character is complete, the player may choose to take a specific age group, or Generation. There are three Generations: Hatchling, Prime, and Elder.

Hatchling:

Hatchling player characters are the equivalent of Teenagers. They are often hyper, self-centered and undisciplined, yet have moments of insecurity and doubt. Adolescence is a time of emotional roller coasters. This is as true for Gargoyles as it is for humans. When creating a Hatchling character, the player can opt to take dots from his social skills and add them to his Talents. Up to a maximum of 3 dots can be moved this way.

Beginning Ratings: Fury- 4 Essence- 1 Willpower- 1

Prime:

A Prime Gargoyle is in the middle of life. His body is healthy, his mind balanced, and his spirit strong. Most characters will be of this Generation.

Beginning Ratings: Fury- 3 Essence- 1 Willpower- 2

Elder:

Elder Gargoyles are past their prime. Although still powerful, their health may not be so good, their minds not so sharp, but their spirits are strong. What elders lack in physical ability, they make up for in experience. When a player creates an Elder character, he may take dots from his physical characteristics and place them in any category he wishes. A maximum of 3 dots can be moved this way.

Beginning Ratings: Fury- 2 Essence- 3 Willpower- 2

Gargoyle Society

No matter where the Gargoyle lives and is raised, there are certain conventions that are common to all Heritages.

The Clan:

The most basic grouping of Gargoyles is the Clan. Traditionally, the Clan consisted of Gargoyles who were hatched from the same batch, or in the same location, called an Ancestral Home. However, in recent times, many Gargoyle clans include human members, who have befriended the Gargoyles, and shown they can be trusted. Regardless of the clan's make-up, it's members are a very close group. Rare is the Gargoyle who wouldn't readily lay down his life for that of a clan mate.

The Ancestral Home:

The Ancestral Home is of great importance to most gargoyles. However, the degree of this importance is up to the player. Traditionally, Gargoyles never left their Ancestral Home. But in modern times, these places have become rare, and many Gargoyles have learned to adapt to the changing world.

Chapter 2: Character Creation

Gargoyles in WoD:

Gargoyles could be a game unto itself. But the purpose of this book is to place them as a supplementary race to nearly any White-Wolf Game. Yet, when you make a Gargoyle character, you may notice that their nature affords them a greater affinity with certain games. The most obvious is Werewolf. As you will see in later chapters, Gargoyles and Garou have many common traits. Gargoyles could also fit into a Vampire story, but for very different reasons (explained in later chapters).

Attributes:

The attributes of a Gargoyle are much like those of any other race in the World of Darkness. They are determined and used in the same manner. However, you will notice that a Gargoyle has a much higher potential in his Physical attributes, and begins with at least two dots in each of these. They are born warriors, and this reflects that fact.

Abilities:

Again, these are determined just as in other games. However, there are a few changes.

Arial Combat: It is assumed that any Gargoyle who possesses wings can glide (not fly). To use this ability in other-than-normal situations, the character needs to make a Dex roll, with a difficulty of 5 or more, depending on the situation. However, being born warriors, most Gargoyles learn the art of Arial Combat. This allows them to perform extraordinary feats of agility in mid-air. It also allows them the ability to "hit-and-run" opponents on the ground.

System: Anytime a Gargoyle is fighting while gliding, all attack rolls are Dex + Arial Combat, with a minimum difficulty of 6.

If a gargoyle hits an opponent on the ground, the damage is +2, and the difficulty for hitting a Gargoyle in mid-air is increased by +1.

O - You can outmaneuver a 747.
OO - You can avoid buildings.
OOO - "Damn, this kids good!"
OOOO - Move over Red Baron!
OOOOO - Top Gun is child's play.

Artistry: Like many Humans, Gargoyles are emotionally moved by works of art and literature. Many Gargoyles have learned to express their feeling through various means, whether it be poetry, painting, or music.

System: The number of dots a character has in artistry indicates his skill in producing and identifying relative works in his chosen field.

O - Stick figures come easily.
OO - You got a B- in drawing.
OOO - You could draw for Harvey.
OOOO - Marvel would offer you a job.
OOOOO - Fans at cons would ogle over you.

Advantages:

Many of the advantages a Gargoyle possesses mirror those of other beings. Check the rules of the game in which the Gargoyle is being introduced for specific advantages available. It is up to the Storyteller which ones can be bought by the Gargoyle character.

Background:

The Backgrounds Allies, Contacts, and Resources function in the same manner for Gargoyles as they do for other World of Darkness beings. However, Gargoyles have another background option.

Clanmates:

A clanmate is the closest relation a Gargoyle possesses. As was stated earlier, Gargoyle Clans typically consist of members of the same batch, or from the same Ancestral Home. As a Background, A Gargoyle can have a Clanmate who is not necessarily of his kin. Humans are often included in Clans, as well as many other beings who have shown themselves to be honorable and worthy. For every dot in clanmates, a Gargoyle can have up to 3 Humans, or 1 supernatural being of his choice (Vampires and Wraiths excluded). It is assumed that a Gargoyle has a Clan of other Gargoyles of his kind, so they do not have to be purchased in this manner (exception: Flaw: Lone Gargoyle).

Practices:

Gargoyles have a few, innately magical abilities. These abilities are not learned, rather they are extensions of a Gargoyle's will, and are often done subconsciously. Every Gargoyle can perform these actions, and start with one dot in each. Extra dots may be purchased at a cost of 2 Freebie points per dot.

Dedication: When a Gargoyle turns to stone during the light of day, his clothes change with him. This is a result of the Dedication Practice. It is a minor Practice that all Gargoyles possess to a limited extent. At the one-dot level, the Gargoyle can dedicate a set of simple clothing, enough to cover himself. For each dot devoted to the Practice, he can dedicate more types of objects.
O Normal garments.

OO Melee Weapons and Armor.
OOO Simple machines (guns, etc.).
OOOO Minor Talismans.
OOOOO High level Talismans.

Might: Might represents a Gargoyles ability to summon a supernatural amount of strength. This is most often used when a Gargoyle tries to lift extremely heavy objects. The more Might a character has, the more weight he can lift. For every dot of Might the character has, he may add a dot to his natural Strength. When Might is used, the character must make a roll with Strength + Might , difficulty 6. The number of successes needed is equal to the character's Might rating.

Note: This is cumulative with Infuriation bonuses.

Heightened Senses: By concentrating for one full round, a Gargoyle can heighten one or more of his senses. To do this, the Gargoyle needs only to spend one Essence pool point. For each dot in Heightened Senses, the character can define a sense he is able to enhance. No matter how many senses the character can do this with, he is normally limited to one at a time. However, by making a Willpower roll, difficulty 7, the character can add an additional sense at that time. This lasts for the entire scene.

Mystic Sight: Mystic sight is the Gargoyle's ability to notice those characteristics in a being which indicate a supernatural origin. This includes penetrating the Masquerade, the Delirium, and the Veil. Like the other Practices, Mystic Sight is a natural ability, and all Gargoyles posses it to some extent (minimum 1 dot). The more dots the character has, the more clear the nature of a supernatural being is to the Gargoyle. To use this make a Perception + Enigmas, Difficulty 7.

O - You notice strange things...
OO - You can sense Vampires.
OOO - You can discern Garou.
OOOO - Seeming Sight
OOOOO - You can sense the proximity of Wraiths.

Affinities:

As a device to help them to adapt to an ever-changing human world, Gargoyles develop affinities for certain aspects of life. These are often with certain "human" subjects, like science and technology. However, they can be with more archaic themes, such as magic and nature. For simplicity's sake, Affinities fall within six basic categories, known as Broad Groups. These are sub-divided into specific abilities, called Foci. Each Gargoyle has one Affinity at the start. He must then choose a Focus. The bonuses for Affinities are 2 dots for the Focus, and 1 dot for each other ability in the Broad Group.

Example: Gargoyle I chooses the Hi-Technology Broad Group, with a Focus in Computers. He now has a 2-dot bonus in Computers, and a 1-dot bonus to all other Hi-Tech skills.

Broad Group Abilities

Hi-Technology: Computers Robotics Machinery Fuel Engines Ind. Machines

Science: Hard Sciences Life Sciences Nature Animals Plants

Spiritual: Umbral Travel Spiritual Comm.

*Magic *:* Spell Translation Talismans
*The Magic Affinity has its own set of rules, discussed in the next chapter.

These lists are not complete, but they give you a guide as to what abilities fall into each category. As was stated, a Gargoyle normally starts the game with one free Affinity. Other ones can be bought at a cost of 5 Freebie points per Affinity. However, a Gargoyle can choose not to have an Affinity. This allows them an extra 5 Freebie points. It must be noted that if a Gargoyle chooses not to take an Affinity during creation, he may never "develop" one later with experience. The same applies for more Affinities after the creation process is complete.

Eminence:

Like a Werewolf's Renown, Eminence affects a Gargoyles place in his clan, and Gargoyle society. It is a combination of his attitudes, past deeds, and his effect on those around him. The starting values for these attributes are based on the character's Value (described below).

Presence:

Presence represents the Gargoyle's ability to command respect, and defines his place within the clan. Most Clan leaders will have at least 5 dots in Presence. Unlike the other Eminence abilities, Presence has no temporary points. The number of points in this attribute is up to the player initially, and may be added to by the storyteller, based on the actions of the character, and the way encounters react to his strength of character.

Honor:

Honor works for Gargoyles in the same manner as it does for Werewolves. It is the result of valorous actions performed by the Gargoyle. It is also affected by the way the character carries out the Gargoyle's hereditary mission to protect humans. If a Gargoyle fails in this, his Honor will be affected accordingly.

Commitment:

Commitment represents a Gargoyle's desire to protect humans and other innocents near him. Humans can sense this in Gargoyles they meet. The higher his Commitment rating, the more likely humans will react positively to the Gargoyle. When a Gargoyle meets a human, and he wishes to be friendly, he must make a Charisma check. However, he first makes a Commitment roll, difficulty of 6. The number of successes is the number of extra dice the Gargoyle gets when rolling the Charisma check. It should be noted that the Gargoyle can choose not to make this roll if he has no intention of befriending a specific human.

Values:

Values are what the Gargoyle holds to be most important to himself. There are three basic Values, and each character must choose one upon creation.

Like Nature and Demeanor, this can be considered a tool to help define the parameters of the character. However, aside from the purely role-playing aspects, Value also dictates the beginning ratings of Presence, Honor, and Commitment.

The Values are Self, Populace, and Territory.

Self: The Self Value means that a Gargoyle is more concerned with self-preservation and advancement, than with anyone else. Though this is very rare in Gargoyle kind, there are those few who shun the protective instinct. These Gargoyles often feel a closer link to Calibus, and resent pity or friendship from

humans, whom they see as the root of all of their troubles. This is not to say that all Gargoyles with the Self Value will feel this way. They may only resent being different, and "slack" in their duties as protectors.

Beginning Ratings: Presence: 3 Honor: 1 Commitment: 1

Populace: Most Gargoyles have this Value. It means that he is concerned about the welfare of humans, and will risk anything but a clanmate to protect them, including his own life. Those with this Value have a more positive effect on humans. When the Gargoyle wishes a friendly or neutral response, the human is not required to make a Willpower roll to keep from fleeing. They will be willing to listen to the Gargoyle, if a bit nervously.

Beginning Ratings: Presence: 1 Honor: 2 Commitment: 2

Protectorate: Those with the Protectorate Value feel that the home is more important than most anything. They will prefer to stay and protect the castle rather than take the fight to the enemy. Although not as rare as Self Value Gargoyles, Protectorates are few and far between. Whether it is a natural mechanism or just a coincidence, there is usually at least one of these in every clan. Protectorates have an advantage over enemies they face them on the home turf. When defending their "castle", they gain an extra dice to their pool for determining initiative. In addition, the first round of the combat, they gain a free attack, before any initiative is rolled.

Beginning Ratings: Presence: 2 Honor: 2 Commitment: 1

Fury:

Fury represents a Gargoyle's inner, bestial aggression. In the system of the game, Fury has two uses. Like a Werewolf's Rage, Fury can drive a Gargoyle to perform feats beyond his normal capacity. It can also be used to scare or intimidate those who are a threat to any who are important to the Gargoyle. By spending a Fury pool point (squares), the Gargoyle can perform an additional action that round. The limit to the number of spendable temporary Fury points per round is one-half of the total Rating (dots) the character has. Fury points can be recovered in one of several ways:

Botch: At the Storyteller's discretion, a character who botches a roll should receive a Fury point to represent the frustration, provided the situation is stressful. Remember that social situations can be just as stressful as combat, and a botched roll is even more frustrating during some social circumstances.

Confrontation: At the Storyteller's discretion, a character may receive a Fury point after the first turn of a confrontational situation, just before combat really begins in earnest, or in any really tense role-playing situations. This represents the anticipation of danger, the raising of hackles as anger rises to the surface.

Blood of Innocents: If a Gargoyle sees the blood of an innocent spilled, he may gain a Fury point if he doesn't become Infuriated (makes his Willpower roll). If he becomes Infuriated, the Fury point is not gained, but the Gargoyle gains the additional effects of being Infuriated.

Infuriation

When a Gargoyle is angered he may voluntarily become Infuriated, by making a Fury roll, with a difficulty of 6. However, this is often involuntary, depending on the event that angers the Gargoyle. An Infuriated Gargoyle is an awesome, and often frightening, sight. The eyes glow, the body seems to swell, and a guttural growl emits forth. Most humans would flee in panic, and even a Vampire will hesitate at the sight (+2 Intimidation).

When a Gargoyle is Infuriated, his adrenaline gives him a boost of Strength and Stamina (+2 each). He is also able to perform two combat actions in a single round without spending a Fury point. These effects last for the entire combat, or until the Gargoyle can make a Willpower roll to recover. While Infuriated, a Gargoyle will attack any enemy around him. He will ignore the effects of all damage while Infuriated. However, when he recovers, he will Immediately suffer the effects +1 level. If the Gargoyle is Incapacitated, he will slip into a stone-sleep right then, which lasts until the next sunset, no matter the time of day of the combat.

Essence

Essence is a Gargoyle's inner strength. It is a result of how much a Gargoyle believes in himself, and how much he acts true to his feelings. This inner energy can be released to affect the world around them. By spending a point from the Essence pool, a character can lower the difficulty number for any roll required by one. Essence points are also spent to activate Talismans. Each Talisman has a requisite amount, much like the Fetishes of Werewolves. There are a few ways to regain spent Essence:

Essence points are awarded in conjunction with experience at the end of each session. As long as the Storyteller feels that the Character acted along the lines of his Nature and Demeanor, one Essence point is awarded at that time.

The character may perform a "random act of heroism" to gain back Essence. The character may Patrol his city, and the Storyteller makes a secret Essence roll Gargoyle, difficulty 8. The number of successes dictates how many foes the Gargoyle will find committing a violent crime. The nature of the crime is up to the Storyteller, but whatever the case, innocents must be involved. When the Gargoyle defeats them, he gains one point of Essence for each foe defeated.

Willpower:

Willpower is a measure of a Gargoyle's self-control and ability to overcome adversity. Like Fury and Essence, there are two types of Willpower. The rating is set in stone and can not be changed except through experience. This number is used when the Gargoyle must make a Willpower check. The points in the Willpower pool can be spent in order to push the character beyond his normal limits, or to avoid being Infuriated at the wrong time. Recovering lost Willpower comes only at the end of a story, when the character has the time to rest and collect his resolution. At that point, the character regains all lost Willpower points, up to his Rating number.

*Note: The beginning rating for Fury, Essence, and Willpower are based on the character's Generation, discussed earlier.

Health:

A Gargoyle is naturally tough, and more able to withstand injury than other beings. To reflect this, the Gargoyle has an extra Bruised level. This is a natural trait and can never be lost, voluntarily or involuntarily.

Chapter 3: Being a Gargoyle

The Shroud:

The Shroud is a term for a phenomenon that is barely 500 years old. In the middle-ages, when man began to hunt the Gargoyles, many sought to hide from the numerous and resourceful humans. To this end they mostly found places where man was not a threat. However, when they could not hide in the dark recesses, they found a way to hide in the open. Hence, the Shroud.

When humans see a Gargoyle in stone-form, they cannot register that it is anything more than just a statue. This is the result of a haze of disbelief that the Gargoyles project. Only those with open minds, i.e. those with experience in the occult, or those who have met a Gargoyle in Flesh form can see them with an open mind. In this modern age, this accounts for less then 1% of the overall population. Another exception to this is the members of the other supernatural races. Vampires, Werewolves, Changelings, and Wraiths can recognize a Gargoyle in stone form if they make a successful Perception + Enigmas roll, difficulty 7. This is a one-time attempt, rolled secretly by the Storyteller. If this roll yields no successes, the being can never see the Gargoyle in his stone form for what he truly is.

In Flesh-form, the Gargoyle has no such protection. He is as visible as any other creature of the world. Although to humans, they can bring on a form of the Delirium. If the Gargoyle is Infuriated when he is seen, the human must make a Willpower roll to keep from going catatonic. If the roll is successful, the human will flee in panic, and will tell his friends a fantastic story of a monster. Often this leads to the typical response of "Yeah, right!" Supernatural beings are impervious to the Shroud in this respect. If the Gargoyle tries to intimidate a supernatural being, they each make appeasing rolls. The Gargoyle rolls his Intimidation + Manipulation, difficulty 7, and the opponent rolls his Enigmas + Intelligence, difficulty 7. Whoever has the most successes, wins. The winner has initiative for the first two rounds, and the opponent is -1 to all dice pools for those two rounds.

Castle:

No matter the Gargoyle's Value, Nature, or Demeanor, they all have an area they call home. This was traditionally a Castle, and this term is still used to refer to the place they now live and protect. However, the individual definition of the Castle may vary from Gargoyle to Gargoyle. When a character is created, he must choose a Castle for his character to protect. From then on, he feels personally responsible for those who occupy this place, whether that includes only the Gargoyle, or the entire population of a city. The location of the Castle can change as a result of the Gargoyle's exploits.

Magic:

When a Gargoyle chooses the Magic Affinity, he gains the ability to cast spells, as well as other magic-based abilities, depending on his focus. The number of dots a character has in Magic dictates the limits of his ability with spells.

Gargoyle magic is a different type of magic than that used by Mages. The types of magick used by these humans are unavailable to Gargoyles, probably due to their naturally magic disposition. However, many ages ago, Gargoyles, with the help of some Hedge Mages, developed a way to harness their Essence and use it to produce spell-like effects. It should be noted that the majority of Gargoyle spells would be considered "vulgar magic" by most Mages.

For simplicity's sake, Gargoyle magic is able to produce any spell-like effect available to mages. However, the chance for a Gargoyle to "translate" a spell is based on the number of dots he has in magic affinity, and what his focus is. When a Gargoyle tries to learn how to produce a spell effect, he rolls a number of dice equal to his Spell Translation rank. At least one success indicates that the spell was translated. However, the cost for casting is one more than for a mage. Spells can only be translated if the character has as many dots in Spell-Translation as the spell.

Talismans:

Over the ages many objects have been infused with magical energies. They tend to serve one specific purpose, and are usable even by those who have no skill in magic. These objects are collectively known as Talismans. Talismans work the same way as Fetishes for Werewolves. The Gargoyle must have a number of dots in Talismans equal to the level of the Talisman. To activate the Talisman, the character must spend the requisite number of Essence Points.

Merits and Flaws

As with any other species, Gargoyles are not perfect, or stereotypical. To simulate this, the Storyteller may allow the players to use these optional Merits and Flaws, as well as those included in the game that the Gargoyle is going to be included in.

Psychological

Outcast (1 pt. Flaw) Gargoyles with this flaw don't have the advantage of a Clan to call on for support. This often the result of some heinous crime(s) the character committed in the past.

Mental

Megalomaniac (4 pt. Flaw) like all intelligent creatures, Gargoyles are subject to such powers as greed and arrogance. A Megalomaniac Gargoyle will see his race as the ultimate in life, often with himself as the best of the best. This causes much hatred of the other races, and disallows the having of allies or contacts. However, a Megalomaniac may have hired henchmen, but their loyalties may be questionable at best.

Awareness

Missing an Eye (2 pt. Flaw) Creatures of battle, Gargoyles may sustain injuries that not even a stone-sleep can heal. One of the most susceptible places is the sensitive eyes.

Supernatural

Supernatural Clanmate (3 pt. Merit) A Gargoyle with this Merit will have a Clanmate who is from one of the other supernatural races. This may be a Werewolf (or other Changing Breed), Changeling, or a Mage. Due to their shared history, Vampires are not allowed. Wraiths tend not to stick around long enough to be considered a Clanmate. The Clanmate may be created by the player or the Storyteller.

Physical

Prehensile Tail (2 pt. Merit) All Gargoyles have tails, however some may have developed a greater degree of dexterity with it. Gargoyles with this Merit gain the benefit of an extra attack per round (consider

a punch) to opponents to the rear, and may use it as a surprise attack to the front (+1 dice to hit) in lieu of another attack. Another benefit of Prehensile Tail is that the character can grasp objects, and manipulate small devices like switches.

Huge Wings (3 pt. Merit) A winged Gargoyle is able to lift a weight equal to half his own bodyweight while Gliding. However, a Gargoyle with Huge Wings can carry a weight equal to his own. Additionally, Huge Wings allows a Gargoyle to stay aloft longer, and with less wind and draft.

No Wings (3 pt. Flaw) Although Gargoyles naturally have wings, it is not unheard of for a hatchling to be born without wings. When this happens, the wingless Gargoyle is often at a disadvantage. Obviously, gliding is not an option, so other modes of transportation must be found.

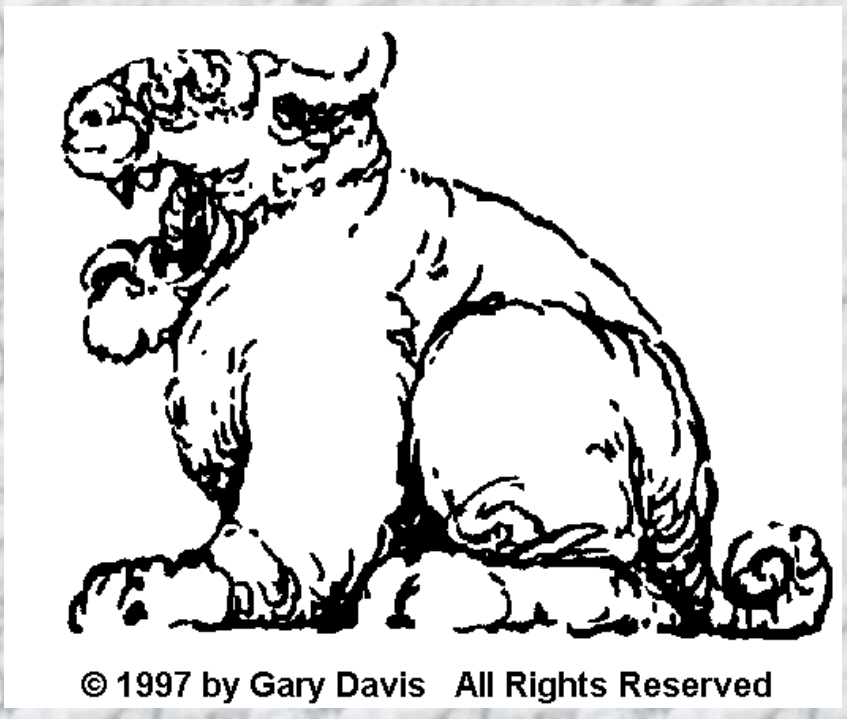
Dust Skin (2 pt. Merit) When a Gargoyle normally wakes up from a stone sleep, he sheds a coat of stone flakes. These flakes remain in place unless cleaned up. This can be used against the Gargoyles, because it leaves evidence of their presence to those who know what to look for. A Gargoyle with this merit sheds his skin in a dust form, rather than flakes. Any amount of air circulation will blow away any evidence of the Gargoyle's presence.

Stoneblende (3 pt. Merit) When a Gargoyle with this merit turns to stone, his skin takes on the shade and texture of the stone he is perched on. However, this only works on stone surfaces. The Gargoyle will not blend with metal or other, non-stone surfaces.

Human Ties

Hunted (3 pt. Flaw)(See The Werewolf Players Guide).

This list of Merits and Flaws is not complete; it merely presents the few traits that are common to many Gargoyle characters. Any Merits and Flaws from the other World of Darkness games can be adapted to Gargoyles, most with minimal changes. The Storyteller is the final arbiter of any other merits and flaws used.



Chapter 4: History

The Book of Calibus:

An ancient tome is supposed to exist which tells all of the details of the curse of Calibus. In it is the detailed history of the Gargoyles, from the ancient Greek beginnings, through the time of the rise of Christianity, when Gargoyles suffered persecution by narrow-minded humans. Whether this book actually exists is a point of some contention. Most Gargoyles are content to live with the legends of Calibus, and not concern themselves with the discovery of their true origins. However, there is said to be a group of Gargoyles who still live in Greece, and call themselves the Sons of Calibus. If the Book exists, it is most likely in their possession...if they even exist.

The Desecration:

During the Dark ages, a vampire, whose name is not spoken among Gargoyles, attempted to employ the Gargoyle to provide protection in a war against the other clans of Vampires. To this end he used persuasion to gain their confidence. But in the end, the gargoyles he approached saw the horror that was Vampirism.

They rebelled and left him in need. Not to be defeated so easily, the vampire captured Gargoyles and experimented with them. From those experiments hideous creatures were created. These he called Gargoyles as well. But the true Gargoyles were outraged at this horrible crime. They attacked the vampire castle where the mad Vampire was conducting his experiments, and dispatched the poor creations, putting them out of his reach for all time. In the process they nearly destroyed all of the Vampires living there. By dawn, the Gargoyles were gone, the "lost ones" were destroyed, and the vampire clan suffered a severe depletion.

But, much of the Vampire's work was still viable. Using magic, Gargoyle blood, and "volunteers" from other clans, he managed to create a new breed of Gargoyle. These became known as the Abominations by the true Gargoyles. The war between the Gargoyles and the Vampires has never been calm since. The atrocities performed by the vampires have spelled almost certain doom for all of Vampire-kind for centuries. It is a feud which shows no sign of relenting to this day.

The Inquisition:

Like all of the supernatural races, Gargoyles suffered greatly during the inquisition. Most who could be found were hunted and killed during the day while they slept. The more crafty ones fled to places untrod by man. There they found refuge. But the time came when even the dark places were not safe. When the sacred hiding places of the Gargoyles were discovered, many of the Gargoyles decided to fight back. They began to hunt men. Soon, not even the fearless inquisitors would approach places said to be homes of sleeping Gargoyles. The rumors of Gargoyles staying awake during daylight were too harsh to be disbelieved. In time the inquisition was toppled, and Gargoyles began to emerge. From there it was a struggle for them to find any amount of exception.

The Reintegration:

For a brief period during the middle-ages, many Gargoyles were tolerated, if not accepted. They found humans who appreciated the protection they afforded from the now Masquerading Vampires. Soon, they became common inhabitants on many churches and castles.

Later, though they were still hunted by a few, many of the men of the day refused to even believe in their existence. Much of the records had been destroyed by the church during the Inquisition, and the Gargoyles slowly began to fade into mythology. After a mere two centuries of acceptance, the Gargoyle population had faded to near extinction. For the next ten centuries, they conceded to living in shadows, hiding their existence from the humans who had come to dominate the world. It was whispered among the few who still believed in them that the Gargoyles had found a secret, magical place, where they could live with impunity. Some called it Avalon, but none could find it.

The Awakening:

From ages past, there was always a belief among the Gargoyles of the world that their time would come again. That the circle of time would come back to a time when Gargoyles and men could co-exist in peace. A time of discovery and revelation. This prophesied time became known as The Awakening, when Man would open his eyes and realize that he was but a part of a larger whole. Many of the Gargoyles existing today believe that the Awakening is happening. The other supernatural races are becoming more and more visible. Man is starting to explore himself more, and is learning to accept that which is different from him. It is now a time of hope for the Gargoyles, who wish to take their rightful place among the men who were their fore-fathers.

The Heritages

As was stated earlier, when Calibus and his followers were cursed, many tried to flee Zeus' wrath. To this end they spread themselves throughout the old world. There they began to take on the characteristics of the cultures they had found a new home in.

Gothic

Gothic Gargoyle found their way to Western Europe. There they found homes among the seacoast cliffs and rugged mountains of the lands. When humans discovered the presence of the Gargoyles, they were horrified, calling them demons. But soon, many humans came to realize their mistake, as the Gargoyles took to protecting them in spite of their persecution. They soon became known as Dark Angels, and the Christians of the day most accurately portrayed them as creatures of penance. For this reason, most found homes on churches.

Many would-be pious Nobles also invited the Gargoyles to live in their castles, hoping to gain favor with the church. For this reason, a Gothic Gargoyles has the added Practice of Inspiration. Inspiration allows a Gothic to alleviate the fear they inspire, and develop a trust with humans. To use this ability, the Gargoyle must make a Manipulation + Inspiration roll, difficulty of 6. For every success, the human is dropped lower on the following chart:

O- The human will not run right away, but will still show signs of fear.
OO- The human will stay and listen as long as the Gargoyle makes no threatening moves.
OOO- The human will stay and feel at ease with the Gargoyle, if a bit suspicious.
OOOO- The human will feel safe with the Gargoyle, and will trust him.
OOOOO+- The human will feel totally comfortable and will offer any help the Gargoyle wishes, or will be enthralled to the point of protection from human threat.

Mythic

Mythic Gargoyles are said to be the inspiration for fairy tales and mythological legends. Their appearance is usually that of a mythological beast. However, Mythics are most adept at the use of Magic. Any Mythic Gargoyle who takes the Magic Affinity will have 1 automatic success when casting spells or using Talismans. A Mythic without the Magic affinity, will also gain the automatic success with Talismans, but not with spells.

Kokoru Ishi

Kokoru Ishi, meaning "Spirit Stone" in Japanese, came to the orient, and found acceptance among the cultures there. The Oriental peoples are very spiritually attuned, consequently, the Kokoru Ishi are also so. Any Kokoru Ishi who takes the Spiritual Affinity will gain an automatic success on any rolls dealing with spirits. Those without the Spiritual Affinity gain an extra dice when dealing with Spirits of any type (including Wraiths).

Metzlian

When the Spanish came to South America, they unknowingly brought with them Gargoyles. These Gargoyles were fleeing the Inquisition, and searching for a safer home. For a time they found acceptance among the natives of the Amazon rain forests. However, when the Europeans began to rape the land and the people for the resources available, the Gargoyles took to the defense. Because of the Native's dependence on the Earth for survival, the Gargoyles felt that to best protect the humans who had befriended them, they must first protect the land. To this end the Metzlian developed the chameleon ability to blend into their surroundings. They developed this ability to such an extent, that they can blend with any natural substance, including stone. This is a Practice called Blending that is inherent in all Mezetlian Gargoyles.

To use this ability, the Gargoyle must stand completely still and make a Blending + Willpower roll. Every success adds one to the Difficulty number of anyone trying to spot the Gargoyle. If the Gargoyle is not seen, he may make a surprise attack at the beginning of combat, and during the combat, the Difficulty to hit him is raised by 2. The effect lasts for as many turns as the number of successes rolled. The Gargoyle may extend this one round for each Willpower point spent.

Kemetan

Kemetan Gargoyles are found in the ancient lands of Egypt. Because of the harsh life in the desert, Kemetan Gargoyles have developed a few, small abilities, each requiring no rolls.

Sand Skin: When a Kemetan sheds his stone skin in the morning, the shell does not break off in chunks, rather it explodes in a cloud of sand, and is whisked away by any amount of air current. This allows the Gargoyle presence to remain secret, a very useful ability for the hunted Gargoyle.

Burrowing: All Kemetan Gargoyles have extremely large claws, which allow them to burrow through sand at half of their normal movement rate. If it is attempted in any harder type of soil, the movement rate is cut to one fourth.

Find Water: All Kemetan Gargoyles can sense the presence of drinkable water within a five mile radius. They can also use their Burrowing skill in tandem with this ability to find water below the surface.

The Clan of San Diego

In the year of 1974, the Vampire Prince of Stockholm sought to rid his city of all those who opposed his ultimate rule. This included vampires, werewolves, mages, and gargoyles. Because the power bases of the respective groups was too broad and stable, the Prince sought to do what was within his power. This amounted to eradicating the gargoyle clan, which had few allies, and whose power was limited.

In a great assault, the vampires stormed the mansion of Sven Odinson, a wealthy merchandiser who secretly housed the gargoyles in his home. Little did he know that the Prince had many spies, who had managed to root out the location of the hated gargoyles. What ensued was, in short, a blood-bath. Sven and his entire family had been murdered. Though many vampires were rent under the claws of Clan Odinson, in the end the Clan fell.

The vampires rejoiced at a total victory, and went on a rampage of blooding. The Prince allowed many new vampires to be embraced, to fill the losses suffered at the hands of the valiant gargoyles.

When Sven's eldest son, Mark, returned from school to bury his family, he found that not all of the gargoyles with whom he had grown up were dead. In the depths of the sub-basement of the mansion, was the rookery. There, six eggs lay ready to hatch within a few weeks. Guarding them were two gargoyles who seemed not to have eaten for days. When Mark heard the tale of what happened, he knew he had to leave and to take the gargoyles with him. Working quickly, he sold all that his family had, and packed the eggs, marking them as archaeological finds. But, there remained the problem of transporting the two guards.

The youngest of the two had been dabbling in magic, and knew where to obtain a spell that would turn them to stone for the period of thirty days. The older gargoyle liked this not, and refused to go. Instead he chose to stay behind, and try to avenge the death of the former clan leader, a gargoyle named Thor. It was never know what became of the Elder.

A month later, Mark had relocated to San Diego, to study at SDSU. He moved the eggs to the basement of his home, where they were looked after by the remaining guard. When they hatched, Mark and the guard, along with the help of a Mark's new girlfriend, Michelle, were able to raise the hatchlings. Mark became the Curator for a new wing of the San Diego Museum of Man. When the Gargoyle hatchlings were strong enough, they moved to the tower overlooking Balboa Park. The guard, now Clan Leader took the name of Beowulf. Clan Beowulf lives in relative peace with the Garou who inhabit Balboa Park, but they are constantly vigilant, lest they ever meet more vampires.

The Clan of Beowulf

Beowulf- Beowulf is tall and heavily muscled. His skin is dark gray. He has long Blonde hair, which he wears in a braid. Beowulf is a natural leader, and well-read. He is the only source of information about Gargoyle ways the clan has. Having studied magic in his youth, Beowulf is a competent sorcerer.

Mara- Mara is of medium height, with a slim, athletic build, short blonde hair, and jade eyes. Her skin is the color of sand. Mara is a willful woman, who claims to be the one true love of Beowulf. Although he cares for her, he cannot fully commit himself to her. This is a major setback for her.

Bif- Bif is a large gargoyle, larger even then Beowulf. He has no hair, and purplish-gray skin. Bif is not very smart, and is the only member of the clan that cannot read on a college level. However, he is a capable warrior, and shows no weakness or fear in combat.

Pablo- Pablo is a watchdog, the K-9 version of a gargoyle. His skin is jet black. Unlike many watchdogs, Pablo actually has stunted wings. They are large enough to keep him from falling like a rock, but not enough for actual gliding. Pablo and Bif are almost inseparable.

Hector- Hector is of medium height and build, with long black hair, and dark brown skin, and a beak-like face. If Hector were human he would be part of a gang, no doubt. Constantly running afoul of Beowulf's orders, he is in constant trouble.

Raul- Almost Hector's twin, Raul is only slightly lighter, with a human-like face. Being Hector's exact opposite mentally, he constantly tries to keep his brother out of trouble. Raul is the most level-headed of the Hatchlings, and it is he who Beowulf will most likely name his second.

Selena- Selena is short and slender. The other Gargoyles call her "Mouse", due to her gray color, and lack of wings. She is also very well-read, and a skilled sorceress, rivaling Beowulf himself. She believes she is his daughter, and there is no evidence to the contrary. Although she can't glide with wings, she does occasionally use magic to fly. Selena has a magic staff which she focuses her spells through.

Mark & Michelle Rundgren (Odinson)- Marko and Michelle are in their forties, and are the only humans the Clan call friends. Both extremely intelligent, they use the fortune from Marko's family to maintain appearances as wealthy eccentrics.

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